ImagiNation To Get New **Back End**



If you have ever lost connection to INN for no apparent reason, the likelihood of it happening again will be virtually eliminated. Soon, you will notice a significant improvement of ImagiNation's back-end performance. INN has invested in newer, faster, and more fault-tolerant. hardware. Primarily, this improvement will be reflected in how INN responds to room-change requests.

About one year ago, ImagiNation senior management tasked the Systems Department with developing a host-comnlex (the machines and services used to deliver "value-added" services) with the following qualities:

1. The service should be substantially stronger than the existing host-complex. Unexpected conditions on telephone and network delivery mechanisms should be recoverable, or should minimize the effect on our membership. The tracking and serviceability of the new bost complex should allow us to address "point" failures of bost-complex machines quickly and easily. Whenever possible, the Operations staff should be able to proactively address an impending network failure, so members are unaware of

Inside

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World Chess Quarterfinals Go On-Line at Trump Plaza



NEW YORK - With New York's famed Trump Tower as its stage. The ImagiNation Network provided live simulcast of. and co-sponsored, the Intel World Chess Chambionship Ouarterfinals to INN members and world press.

The event featured eight of the world's best players battling for the right to challenge reigning world champion Garry Kasparov at the 1995 Intel World Chess Championship match, Kasparov's last challenger for the championship, Nigel Short of England, top U.S. players Michael Adams and Gata Kramnik, Russians Olce Romanishin and Sergi Tiyiakov, and Indian Viswananthan Anand were among the competitors. (Yes, the players' personae were as accurate as possible.)

Moves from the fourth floor were sent by radio to the atrium of Trump Tower. In the atrium, elebt chess masters entered the moves into computers connected to The ImagiNation Network. Between moves, the masters provided commentary and analysis to the bundreds of people attending the eight-day tournament.

INN members watched on "mirror" games and moves were posted on the Tournaments Bulletin Board daily. After each day, a live conference was provided from New York for INN members

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PAID PERMIT NO. 1534 Los Angeles, CA

DATED MATERIAL

Imaginings Oker Players Compete for de and Prizes but you can play at your discretion. To



I have a confession, I'm not a very good poker player. Certainly, this may come a guite a surprise to you since I am a CasinoLand Syson. and poker is the flagship game of CasinoLand but I feel I have to be honest here.

Perhans a visual aid will help clear up any confusion. If I were involved in a game of strip poker, I would be reduced to my skeletal system before any of the other players so much as unbuttoned their coats.

You're probably saying to yourself right now, "Why are you telling us this?" Well, I want to take this opportunity to report some new and exciting extracurricular activities put in place by some folks here at ImagiNation. Great segue, eh?

The Class

Let's say you have an interest in learning poker. A good starting point would be ImagiNation Network University's Poker Class. These classes are great if you're just learning the game or you're a seasoned player looking for new techniques and strategies. In any case, you'll come away from the class with a better understanding of poker and, more specifically, how the game is played on ImagiNation.

Poker classes are held every Sunday in the INN University room, located in the Clubbouse, at 1 p.m. and 5 p.m. Pacific Time. The two classes are identical. You may attend either or both without any prior registration. Did I mention these classes are free? They are. All I ask is, in return, you heat the pants off someone with your new-found poker skills. Each class lasts ninety minutes and incorporates various teaching methods.

First, you will meet in the University and are presented with a pre-typed "lecture" lasting about 15 minutes. You can even record the conference to disk in case you want to review it later for some self-inflicted homework. The Instructor onens up the floor for questions often. Don't be shy. If you have a question, now is the time to ask. Then it's off to

CasinoLand for some hands-on learning. In CasinoLand, you will have the opportunity to play poker with your classmates. Learn the different variations of poker CasinoLand offers and the specifics of the player interface. The instructor will he there in case you have any additional questions or comments. Congratulations! You have just graduated. It is now time. for Phase Two of your rise to the top of High Rollerville

Bragging Rights: Poker League

You've been through the class, you've seen the movie, you've done your homework and now you're ready to take on some of the finest poker players ImagiNation has to offer. How can you be assured of always getting a seat at some hot tables? Easy, Join the CasinoLand Poker League.

The Poker League is different from the Poker Tournament in that there are no prizes. All you get in return for your winning skills is the right to razz the losers unmercifully

To best explain the purpose of the Poker League 1 will quote a line from the league information sheet: "The CastnoLand Poker League was designed as a forum for serious players who enjoy playing poker on ImagiNation to get together in an organized manner without the rigid time constraints of a tournament." A truly revolutionary concept. wouldn't you agree?

You'll also get a sense of camaraderie in the League, not to mention the possibility of meeting new friends from all over the country. All related information is posted on the Poker League Bulletin Board in the Go-Checkers room,

Players are assigned matches weekly.

make it easier, a default time of Sunday nights at 6 p.m. PT is set in Polite Place. A match consists of 20 hands. If you're pressed for time, split your match into two or more sittings. After eight weeks, a league winner is crowned and a new league will be formed. Get a detailed list. of the rules and regulations from League Director RoyalFlush at Box 959 After honing your poker skills in the league, you're ready for Phase Three.

Prizes, Prizes, Prizes: Poker Tournament

claw your way to the top.

If you thought the action was hot in the Poker League, you ain't seen nothin' vet! This is the official ImagiNation Poker Tournament. It is a set-time tournament. and takes place at 7 p.m. PT every Thursday night. Not only do you get bragging rights, you will win a free Sierra-On Line game if you manage to scratch and

Getting registered is easy. You may post a note to RoyalFlush on the Poker Tourney Bulletin Board in the Tournaments room, located in the Clubhouse, or write to RoyalFlush at Box 959. In return, you will receive the official, patented rules and regulations listing. This list explains everything you need to know to register and play. However, a

Neither Seven Card Stud nor Five Card Draw will faze your CasinoLand poker face.

word of warning - only the best of the best can survive this war of wit and luck. Good thing you took the class, huh?

So, there you have it. Everything you need to know to be a CasinoLand poker professional. As for my lack of poker finesse. I have every intention of attending the class and becoming a better player. Who knows? I just may get good enough to win a few hands someday.

Red Baron Squadrons Are



emonstrating ogfight exterity



Piloting planes from the World War I ora is a very enjoyable and exciting part of INN. Most Red Baron pilots belong to chibs or teams, commonly referred to as 'squadrons.' Squadrons provide wonderful opportunities for 'team play' and camaradoric. Some squads require qualifying tryouts, others you simply loin.

simply join.

Most squad members identify themselves by placing the squad's initials in front or behind their name.

"I am often asked what the BK stands for" explains BKMcCloud. "It stands for

for Blue Knights, my squadron." There are many reasons to Join a squadron. Squadrous keep you informed of keel Maron events such constructions and the state of the seven publish newsletters and others have organized fifting classes for new members. Most squadrous have regular meetings. Novice pollots can learn advanced flying techniques from the seasoned flyers in their squadron. This is advanced pilots are paired against other squadrous fin ormal competition. Best of

all, squadrons are a great way to make new friends. Red Baron tournaments are varied. Each has a different set of parameters such as duration, frequency, ammunition, plane type and number of lives. Some require squadron membership, others are open to unaffiliated flyers.

An example of a monthly tournament is the Sky Wars Tournament. Squads are randomly placed on opposing sides by the organizer and approved by the Sky War Council, The Council records kills, gives medals and makes sure everything runs smoothly. This is a very technical, yet rewarding tournament.

Like Sky Wars, the Red Baron Wars also have a council. Both tournaments are fast-paced and add realism to the game. To participate

ne following is a partial list of acti Red Baron Squadrons.

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in Sky Wars or Red Baron Wars you must be in a squad. Your squad then must be signed up to fly in that Sky War or Red Baron War.

During these wars, if you achieve 14 kills without being killed, you receive great honors. If you die, your kill tally starts again.

Another variety of competition on IXN is the Red Baron Ladder. The ladder, organized by WFIEnni, is ongoing and consists of as many as 90 pilots. You don't have to be in a squad to participate and you may challenge people up to three rungs above you. The challenger people up the projects the planes, a mount of ammunition and other options. The competing pilots which planes after the first match. You must have four kills to win a rung on the ladder.

When asked why be likes the Ladder, BKHavoc responded, "Because it makes me have to fly people every few days, and most are great competition."

and miss are great outpertuon. Currently in list final stages, is NCTspartan's Top Gun Tourney. This tourney is set up like the ladder except specific planes are designated. It is set up in pyrandi-style, like the NCAA College Basketball Tourney, in that plots trying to make it to the final four. Each pilot has to have a total of five kills to win.

The King of the Mountain Tourney, or KOM4, is a recurring competition. WWRic and BKBanzai are the organizers of the fourth installment of the

KOM Tourney. You must be chosen from your squad to fly in King of the Mountain. Two single pilots and one doubles

team are chosen by each squad to represent them in this prestigious event.

Each squad advances as a team. No pilot can the both singles and doubles matches in a given round. The winner of the tourney is determined by attrition. Each week, squads are eliminated until a King of the Mountain squad is crowned. Started by BKcrisp, it's one of the oldest Red Baron tourners.

If you're into flight simulators, Red Baron tournaments can greatly enhance the excitement and friendly competition, so much a part of the INN experience. They make the game more



exciting and go far in determining the best on-line pilots. You can read about all the tournaments on the Pilots bounge Bulletin Boards in the Clubhouse. While you are there, you can also read about and talk to the many squadrous represented on IVs.

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Conference Guide

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Something fishy in your tank?
Something fishy in your tank? Check out the Aquarium Club ev
Tuesday evening at 10 p.m. in the
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the Aquarium Club every

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enda		Saturi	fev		[Ayser#MM+ 98936]	-	Special Events		Design and a	4075	evision & Movie
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			(Nobert/I 90883)		TREE HOUSE (Sect. 111797)	5 am	Dee On Dee with 1905		(Ray C 42585)	Sunda	
pen	Prins Kulphte Sociation PLOTS LOUISE	7.00	Christian Contemps	7.60	Briston			Friday		E on	
	(BOMelics + 22916)		Overlation Contenence 90WRD ROOM (DealRa00 12410)			7 pm	Dee On Dee with 1904 HELP ROOM (7)150	5 am	Bedydain BACKSAMINON DEN		Many Pythan Fan Cla TEON FOLKER (GROTION 100003)
1555	ey				(Dress 85/182)				BAZKISAMINON DEN CleanM 9035()	7 on	Partners (193000)
pra	Destir Grushers PILOTS LOUNGE (DCM and a 55228)	Ro	le-Playing Games	Thurst	fou	S	pecial Interests	7.60	MSM Conference	7 944	Pythoestes Asonymes MARRIED LIFE (QWERTY 31684)
	(DCManda 55228)			OPEN					SINGLES CLUB (AudyMCM 72558)		(UWERLY 31684)
pra	RC Squadroo GO-CHECKERS	Sunda			RPG ZONE	Sunda		3 nm	(AssystCM 72558)	Monda	
	(AcKolliter 83440)	OPER	Red Orages Inn 890 2005		Magic: The Gethering RPG ZONE	1 pm	Hint Dame Stag Squad TECH 775658	a per	Nesti's Boyz SPORTS DEN	F Day	Star Wars Readings
ces	BET Sevadore			5 cm	AND ANNUAL SEC		(Cattle 35395)		(NastM3 91802)	Opis	MARRIED LIFE (Kolucy 70047)
	NYT Squadror PLOTS LOUNSE		Magic: The Gathering RPG ZONE			4 pm	Fandors Weens of Pern BOARD ROOM	8 pm	Peetry Workshap		(Kiduley 70941)
i ne	(AFT/Inset 12515) Confederate Pivers	Noon	Dangerous Journeys EUCHIEVELLE		(Critimony 92917) Warld at Two Means		(Jrsn 44111)		1984 9000+170660	Tuesdi	
pm	PILOTS LOUNGE ICRAMA #1351)		(Travaler+101929)		IRPG ZORE (Cutter+ 49429)	5 pm	The Gathering	Mangit	MSTS Swellte of Love	5 am	
	(Chara 81351)	1 pm	Synday A D & D Game		(Cutter+ 49439)		The Gathering MARRIED LIFE (Lucho: 39148)		MARRIED LIFE (MSTSCraw 89762)	o prii	MAJERED LEE
-	estav		(LadySharan+ 80267)	Politica		7 pm	James Stown Hot Teb				(Hawkeye 100334)
OCT.		5 nm		Friday	Red Gragon ins		EUCHREVILLE (JOHN 1977)	Saturd	lay	Wedne	adau
	Reliking Thunder Squad IGARTS (2.00) (RTWINIOUS 60058)	- /**	BACKSAMMOW DEV	O. EX	RPG ZONE		The Elining Room Table TOURNAMENT ROOM	9 am	ROT SPADES PLACE	7.00	Sone Tally
101	(NTWestaut 60058) Lethni Reciters Sound		(Gorgen 18368)		Maple: The Gethering		TOURNAMENT ROOM (ArbyC 23489)			1 gen	Song Talk EUCHREVILLE (Johnne 79841)
21	PILOTS LOUNGE (LXMichael 100114)		The distlering MARRIED LIVE	Ann	RPG DOME	0.00	Connect Compton	6 pm	Talk to Liv Tyler HELP ROOM (9/10 arry)		(Jaknes 79841)
	(CXMcharl NMT14)		(Cathler 29148)	+ pri	Wasdecers of the Realth TREE HOUSE	- per	Covert Emptor TOURNAMENT ROOM		HELP ROOM (9/10 any) (Susanta 128122)	There	
pm	Flying Corpus Squard PR GTS LOXINGE (FDServ 1678S, FDR urkers)		The Purge MYSTIC PORTAL		TREE HOUSE (Virolant SR399)		[VrBodey 23637]	7 pm	John Fire	Thurse	izy
			MYSTIC PORTAL (Newslay 13961)		Castle of Cost	Monte	ier .	-	TERN SCINE (8006 47325)	i d pre	Three Stooges Into Li TABL HOUSE (Stryeg 80339)
gm	Air Warriges Squad SPAGES PLACE (AWAzoCO 71613)	7 on	Garage Course		(Spock 40915)	6 pm	Wirtual Pen Society TYPE HOUSE	9 pm			(SteveS 88339)
	(AWX2600 71613)		TEUR HAMSOUT (Johnsthank 45409)	5 pm	MYSTIC PORTAL	- per	THE HOUSE (Cassiona 71802)	. ,	SPACES PLACE CIMISSING 58991	Friday	
			7780		(Sythe 90757)		Ask The Bacter TOURSEAMFATS			5 pm	Pier Tech Person
MPS	lay		SPADES PLACE		Gracen's Fed Carscelon		TOURNAMENTS		Actine Roundinble HELP ROOM (200701)	2 pm	Star Trek Remembras RPG 20NE
pro	Flyley Pollon Squad GO-CONCXERS	8 om	(Secretary 71389)		THER HOUSE (Kruse: 00007)	7 on	(LadyOcs 30697)		(Rooma 48231)		(AndrewW 115511)
	(FASAster 35280)	g pre	South's Supera MARKOVO LVE		ACAC RPG	7 pm	Rivinigh Kilds TERN SCENE		Road Kill Kate	10 pm	SNL Fee Club HELP ROOM (1st/Gre)
pro	Beath Crusoders		(Gooccayer 53527)		ACAC RPG 90490 RDDM				TOURSEAMENTS (GeodPool 81818)		(HatSales 108895)
	PLOTS LOUISE (DCJaseAde 7843Z)			6 nm	(CEO/brester 99048) Ster Teek	8 pm	Seta Testors Reunion TRIE HOUSE	_			
pm	50 Equadror	Mand	91	6 pm	Ster Trak 3.ACKS/MM/UN DEN (ComPlayd 1280)		(BJ 519)	/	Primonon (0.10	26) 10	olannina o
	RD Equatron PLOTS LOUNGE (AnDersookD 74982)	OPEN	Red Evagon Inn RPG 20ME		(ComPlays 1280)				Princess (840		
	(ATTACANAN / 4002)		Marie: The Oatherine		RMFTS SACKSAMMON DON	Tuesd 9 om			get-together for		
riday			RPG 20ME		(Whitelings 61345)	* 300	Narthwest Singles SINGLES CLUB	130	ostate New York.	for Sa	turday, July 9
pm	Force Tea PLOTS LOUNGE	4 pm	Me and My Orageo SOARD ROOM		IISS Potentile BPG			-	For informatio		
	PALOTS LOUNGE		ADARD ROOM (Colenar S8825)		GO-CHECKERS (CACRO/Is+ 109678)	10 prs	Aquerture Club THEE HOUSE				
ner.	(Association (Artist)	500	Ben York 2192	7 80	Ranna 1/2 RPG		(Chushi 76648)		get-together		
	Stock Gragon Squad PILOTS LOUVGE		SPACES PLACE (MJ 41955)						Get-Together	s Bulle	tin Board
	(Singer 90016)	7 an	(MJ 41905) RPG0		(Mozsse 114071) Stetck Jacanda RPG	Wedn			in the INN		
	Latayette Escadrille Squad						Great Dees				

Bulletin Board Reference

Once you find a buildin board you're interested in find out where it is as indicated below (for example, PILOTS LOUNGE, SINGLES SPOT). These are the walting room names in the Clubbouse. Once in the waiting room, to read and post on bulletin boards, click Go to, select Bulletin Board, and you'll find the boards you want

Advice & Support Advice SINGLES SPOT TEEN HANGOUT Breaking Up

Life in the 90s SINGLES CLUE Making Marriage Work Meeting People in the SQs SINGLES CLUB Parenting

Remance SINGLES SPOT Self-Help Discussion INN UNIVERSITY Single Parents Singles SINGLES SPOT The Dating Game

Twelve Step Programs
MARRIED LIFE Asimetica

Animation Comments TEEN SCENE Jananimettee

Backgamman League

BG League Standings BACKGAWWON CEN INN EG Tournaments BACKGANWON DEN

ACBL Standard Game Card

ABCL Tournaments Bridge Club Activities BRIDGE CLUB, BRIDGE PARLOR Bridge World Standard Computer Audio TECH TOWER Conventions and Treatments Computer Ethics TECH TOWER How You Bid This Hand Computer Games TREE HOUSE

Kantar's Corner Ladder Game Results Ledder Rounds Ladder Standings Partnership Desk PRIOSE CLUB PRIOSE PARI OR Post Tourney Results Hera

Sheirwold On Bridge BRIDGE PARLOR Tournament Into and Winners BRIDGE CLUB Yourney and Lesson Sign-ups BRIOGE CLUB Settware TECH TOWER Tourney late and Champions BRIDGE PARLOR TachNotes TECH TOWER

Classic Rock SINGLES CLUB

Jam Session SPACES TOO Poker League GO-CHECKERS Music HEARTS CLUB Poker Tournaments TOURNAMENTS Checkers

Progressive Rock Music TEEN HANGOUT Soap Operas Star Trek

Television Chess Club Administration Euchre Teeman

Chess Tournaments CHESS CLUB Chess Workshops Great Chess Games Lagger Bounds Read Me First

Checkers League GO-CHECKERS

INN Checkers Tou

Arcade Games

Go General Go Players List GO-CHECKERS Piavers List and Standings Go Rules Special Events CHESS CLUB Go Tournaments

Collectibles SPADES TOD Hearts Strategies HEARTS CLUB Comic Books Hearts Trny Rules and HEARTS CLUB Tray Sign-ups and Results

Budget Ideas Family Values

investments Electronics TECH TOWER Flight Sims Pats Spance or and Recipes HEARTS CLUB Handware TECH TOWER Home Video Games Lemmings Leep TRIVIA HAVEN Programmers' Forum TECH TOWER Sierra Garnes

General Discussion into from ImagiNation Private Notes to the INN Hast Religion ROADD BOOK

INN Bugs INN HELP BOOM INN Bulletin Board List INN HELP ROOM INN Events and Gel-Togethers Prodigy Game Point Suggestions INN HELP ROOM Write Far Tech Help INN HELP ROOM

MMM University Ask A Protessar Class Sign-ups INN UM/VERSITY Schedule Dt Classes INN UMVERSITY Suggestions For Classes INN UNIVERSITY

University Amountements

Yserblus Strategy EUCHREVILLE

Card Games SPACES DI ACE Critibage Tournaments TOURNAMENTS INN Tournaments PILOTS LOUNGE Tourney Into and Champions TOURNAMENTS

Environmental Issues BOARD ROOM Ethics Bhabh phon On-Line Ethics BUCHREVILLE Philosophy BRARD BOOM Politics BRARD BOOM

Air Tactios PILOTS LOUNGE Ladder Teamaments

Pilots and Squads Wanted PILOTS LOUNGE Pilats Proving Ground Sky Wars Tournaments PILOTS LOUNGE

Travel

Electronic RPGs RPG ZONE Factasy RPGs GM-Players Forum BPG ZONE Miss. RPG

Multi-Genre RPG ZONE SelFI RPGs RPG ZONE

3-D Golf Tournaments Bacgers Tournaments TOURNAMENTS

RipRiog Tournaments TOURNAMENTS Graftiti Tournaments MiniGelt Tournaments Paintfull Tournaments RecketOuiz TOURNAMENTS SneakATac Tourn

Stratege Strategy SINGLES CLUB Stratego Tournaments TOURNAMENTS

Spades INN Spades Toursaments SPACES PLACE One-Game Laddar SPACES TOO

Spades Strategy Three-Game Ladder

Campus issues Friend to Friend Gardening General Interest

Gobbledygeek Ham Radio SPACES TO Hobbies and Crafts RACKGAWMON OEN INN Shorthend < ROFL>

Member-Te-Member Oustations INN HELP ROOM Science TECH TOWER Science Fiction

Teachers' Forum HEARTS CLUB Toen Hangout

Astrefegy Clairvoyance MYSTIC PORTAL Haurlings MYSTIC PORTAL Mythology MYSTIC PORTAL

Paragsychology Sightings MYSTIC PORTAL Spiritualism MYSTIC PORTAL

Baseball SPORTS DEN Basketball SPORTS DEN Brain Teasers BACKGAMMON CEN Cars and Cycles

Fantasy Sports League SPORTS (IFN Football SPORTS DEN General Sports SPORTS DEN Heckey SPORTS DEN Secoer SPORTS OFN

Tennis and Guit Name That Oldia NTN Chat

NTN Trivia Into TRIVIA HAVEN Tangled Trivials Trivia TRIVIA HAVEN Trivia Gamo Schedulo & Ruiau Trivia Sycons and

Trivial Games TRIVIA HAVEN Writing & Fine Arts

Add-A-Chapter Stories Books SINGLES CLUB Fine Arts BACKGAVMON DEN Mayles SINGLES CLUB Performing Arts BACKBAWMON DEN Poetry FLICHBEVILLE, TEEN SCENE

Rhyme and Rhetoric Serious Add-A Chapter Writer's Circle

Zany Add-A-Chapter

BACK END from page 1 and unaffected by potential problems affecting the INN experience.

2. Because of the explosive growth and popularity of INN, the host-complex must provide uniform access to a variety of network-service providers (for example: Sprint and ATXT). The availability of dal-up moderns must be maintained at a

GOAL: A faster, more diverse, flexible and error-resistant service to our members.

high level. Access from the different providers must be Integrated. Members accessing INN from different providers could be in the same Waiting Room, or in the same Red Baron game. In addition, INN must be strategically positioned to take advantage of "information super-highway" access—access that implies the information-carrying capacity of cable-television for event greater).

3. The host complex must be capable of supporting millions of INN members. This implies hundreds of thousands of members on-line simultaneously. Essentially, this was a directive to "do it once, do it right, and then you won't have to do it tagain. Oh, and do it inexpensively." This translated to "start small, but design it in such a way as to get.

REALLY big (i.e. the systems needed to be extremely scaleable). "

In order to accomplish the design goals of NN management, a totality rearchitected, ne-written host complex would need to be implemented. The first step in this implementation was the step in the implementation was the way in which the mentiles of the relwork are interconnected. This step was necessary in order to meet deslage-agods (2) and (3), above. The old topology and the new topology differ in one very of machine supporting the lost-complex. Instead of only one.

The original INN host-complex was comprised of a single tier of IBB PC-clones connected via Ethernet wiring with a paractical transfer find! Until only 10 million bits per second. When several of these machines contend for the same physical wire, this 'transfer limit' can easily be degraded to between three and five million bits per second. The new topologie is connected using a high-speed fiber-optic network running at nearth 100 million bits per second.

Separating the complex into dual tiers allows the access-dependent functions of INN (functions concerned with physical connection to a service provider) to be separated from the network-application functions (chatting, waiting rooms, conferencing, e-mail, et cetera). In this way, members playing from disoarate

provider-networks can play in the same waiting and game rooms. Another ramification of this topology is moving from room to room within INN will now be very, very fast. This change in speed will be one of the most noticeable indications of the new back-end

or the new parks-end.
The second step in the redesign of the
INN host-complex involved a movement
from the DAS operating-system running
on a PC-clone computer to the Unix operating system running on RISC-based
multi-processor machines. This step will
allow INN to Intill design goal (1), above,
and to scale the size of the host-complex
to a reasonable number of machines.

Through the new back-end technologies described above, INN hopes to

The likelihood of losing connection will be virtually eliminated

deliver a faster, more diverse, flexible and error-resistant service to our members

Matt George, Director of Systems Technology, oversees the Hosts, servers, communication and sub-systems. — Ed.



Show Us Your Stuff!

There are actually people out there who think they're smarter than you. It's true! Well now you can show off nationally with INN's version 2.3 NTN Trivia and prove who is who once and for all. Order version 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

IMAGINATION!

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ANSWERS: \$ \$0 7 80 \$ 70 7 40

Trivia Point :

NOCTURNAL MAMMAL
NORTH AMERICAN MARSU
RODENT THAT LAYS EGG
RELATIVE OF PRAIRIE DO
MARM-RI, OODED REPTILE

Trivio Point
WHAT WERE SHAIRY
BANKNOTES TO AMERICAN
FRONTIERSMENT

1 INDIAN SCALPS 2 BUFFALO 3 PACKHORSES

4 MOCCASINS S PELTS

The ImagiNation Crossword Challenge

1 A game to patter around with 5 Store opponent's blats in this Gubbouse game 14, 2000 pounds 16 in the direction of To stool or guiler
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35 Arcsert Chinese parte new popular ne (M) 36 Special Interest Emerginator) 37 Aplacs in where adventure is

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99 A mow-popular card game on HMI

90 To wipe on cleanase

91 Sooth note of musical scale

92 They watch our reactions (abr.)

93 Represents MedicivaLand on the

99 Best place on an EVV tournament Two-person card game in Glebhouse Piver in Western Sibena

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BM is viewed been Home of the Imag Nation Netwerk To est (pt) Poem where meetings are held Nogative (sking) Spot or Club

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group (abr.) 45. Home to Yserbrus and Twings tson that writes INV cock

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Place to tard intermisten on stare (shr) 64 Team up for this action-packet 67 A list of fies

this game on MM 81 Redum (obr.) 84 IMM Feotbel position (ebr.)

85 Large keyboard key 89 IMM has the beat of these execution \$3. Shert for Recold

94 Central processing unit (star.) 96 Centry seets of Rocida 97 Bate of data transmission (star.)

Sound a sheep makes is a position about and is contact Unit of measurement (abr) of from Saletian in August Issue

CHESS from page 1

As a service to the Professional Chess Association, the ImagiNation Network matches were "watched" and recorded from the press room located on the 15th floor. Moves were transmitted by facsimile to more than 80 news media outlets in 10 countries.



"The Professional Chess Association was very pleased to have the ImagiNation Network participate in this historic event," said Bob Rice, commis-

▲ New York ININ member MarkS checks out the action. Chess masters entered the moves for the world to see.

sioner of the PCA. "We're taking chess into the 21st century using technological advances from an innovator like The ImagiNation Network."

Look for the quarterfinal results in either the Tournament Room's PCA Bulletin Board or in the Chess Club

Editor Rich Monosson Art Director

Martin Selbrede Contributors This Issue

Michele Monosson Mike Weiner

Imagifines is the monthly newsletter non-

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